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INTRODUCTION

TRAPPED IN A DARK AND UNWELCOMING WORLD AWAITING YOUR PURIFICATION, YOU MUST FIGHT THROUGH WAVES OF ENEMY WARRIORS ATTEMPTING TO STOP THE IMMINENT UNHOLY WAR AND EVEN CHEAT THE DEATH HIMSELF. BUT EVEN IF YOU WIN THIS INSANE BATTLE, YOU STILL HAVE TO TAKE OUT HOARDS OF HOWLING DEVILS, HUNGRY FOR YOUR BLOOD.

GAME BASICS

Main Menu

- **Sign the Pact:** Starts a new single-player game.
- **Load/Save:** Allows you to load a previously saved single-player game or to save the game a game in progress. The Save option is only available at designated save points throughout the game.
- **Multiplayer:** Allows you to start a new multiplayer game or join a game that is hosted by another player.
- **Options:** Allows you to customize the game controls, and to setup the audio and video options for Painkiller Hell & Damnation.

Xbox LIVE®

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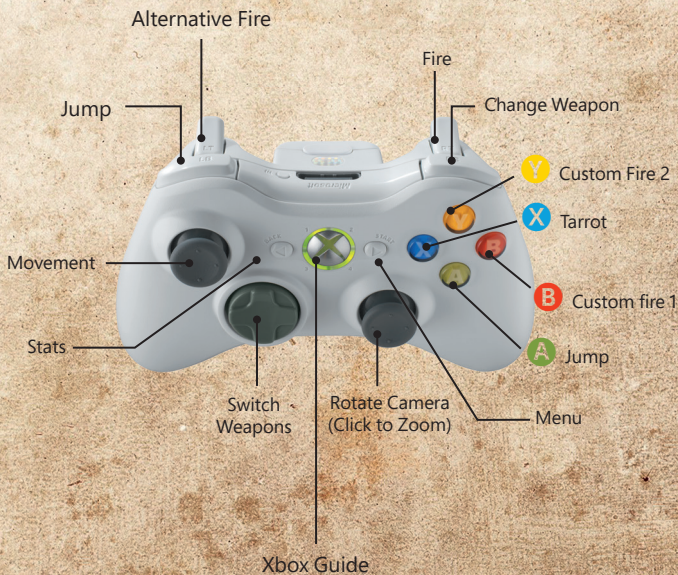
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GAME CONTROLS

Xbox 360 Controller



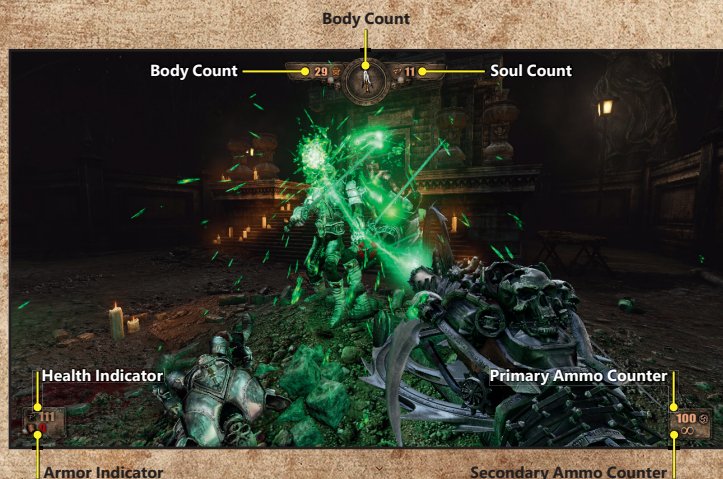
 RB	Change Weapon	 R	Movement
 LT	Alternative Fire		Menu
 LB	Jump		=
 RT	Fire		Stats
 L	Rotate Camera		Zoom
	Switch Weapons		Xbox Guide

THE HEADS-UP DISPLAY (HUD)

The HUD continuously provides you with vital information about your condition and other important game elements.

The HUD has seven distinct displays:

- **Body Count:** Keeps track of the number of enemies you've killed.
- **Directional Arrow:** This arrow points you in the right direction when all enemies are cleared from the area. It also points out the direction of the last enemy that you must clear from an area to move on, and in the direction of Checkpoints when you clear an area. The arrow glows red when you are moving in the right direction. When an enemy is above you (at a higher elevation), the tic at the top of the Directional Arrow glows. When an enemy is below you, the bottom tic glows.
- **Soul Count:** Keeps track of the number of Souls you've picked up on the current level.
- **Health Indicator:** Keeps track of how many Health points you have.
- **Armor Indicator:** Keeps track of how many Armor points you have.
- **Primary Ammo Counter:** Shows the number of shots remaining in your current weapon's primary fire mode.
- **Secondary Ammo Counter:** Shows the number of shots remaining in your current weapon's secondary (altfire) mode.



WEAPONS



SOUL CATCHER

- Primary Fire: Soul Blade
- Alt-Fire: Soul Catcher

The Soul Catcher is a very special weapon crafted by Death himself. The primary fire mode sends swirling saw-blades toward the enemies. It is very effective especially on the close and medium range. The alt-fire mode sucks souls from enemies

and simultaneously allows to cut their bodies with attached saw. It has also a unique Combo fire mode – It shoots the soul back toward the enemy, turning him it into the player's ally for few seconds, then the enemy explodes.



PAINKILLER

- Primary Fire: Pain
- Alt-Fire: Killer

The Painkiller is a powerful weapon with both short- and long-range applications. The primary fire mode is a short range attack. When you hold

down the primary fire control, the Painkiller opens into a blossom of

rotating blades that slice into any enemy or fragile object with which they come into contact. The alt-fire mode is a ranged attack, which launches a bladed warhead that rips through any enemies in its path. When the warhead hits a wall or other solid object, it lodges there and emits a deadly beam of light between the warhead and the Painkiller that rips enemies to shreds when they cross it. In order to activate the beam, you must have the warhead more or less in your crosshairs. To summon the warhead back, press the alt-fire control a second time. In multiplayer games, the Painkiller warhead, when well-aimed, can knock a weapon out of your opponent's hand.



SHOTGUN FREEZER

- Primary Fire: Shotgun
- Alt-Fire: Freezer

The Shotgun/Freezer is a trusty, straightforward weapon that inflicts impressive damage at both short- and medium-ranges.

The primary fire mode is an auto-loading double-barrel

shotgun. The closer you are to an enemy, the more damage it inflicts. The shotgun uses shotgun ammo, and can hold up to 100 shots in its magazine. The shotgun's alternative fire mode fires a blast of super-cooled liquid nitrogen that temporarily freezes an enemy in its tracks. When frozen, most enemies shatter into a million shards when hit with even minimal firepower. The Freezer uses freezer ammo, and can hold up to 100 shots in its magazine.



STAKEGUN GRENADE LAUNCHER

- Primary Fire: Stakegun
- Alt-Fire: Grenade Launcher

The Stakegun/Grenade Launcher is a versatile weapon that is effective in a variety of situations at almost any range. The Stakegun's primary fire mode launches wooden stakes from a

pneumatic sling. These stakes drive right through enemies causing a huge amount of damage. In the right circumstances, you can pin an enemy to a wall—or even pin one enemy to another! While quite effective at short- and medium-range, the Stakegun is even more dangerous at long-range, where the stakes burst into flame before impact, causing even more damage on impact. The Stakegun uses Stakegun ammo, and can hold up to 100 shots in its magazine. The alt-fire mode is a classic grenade launcher. This short-range weapon launches 60mm grenades in a parabolic arc. The higher the arc, the longer the range. When they hit the ground or other solid objects, grenades bounce several times before they explode, but they explode on impact when they hit an enemy directly. The grenade launcher uses grenade launcher ammo, and can hold up to 100 shots in its magazine.



ROCKET LAUNCHER CHAINGUN

- Primary Fire: Rocket Launcher
- Alt-Fire: Chaingun

The Rocket Launcher/Chaingun is arguably one of the most powerful weapons in Painkiller. Both its primary and alternative fire modes are devastating when used properly. The primary

fire mode is, as you would expect, a rocket launcher. This fast, deadly weapon produces a huge blast radius when the shot impacts on a solid object, damaging everything—and everyone—unlucky enough to be nearby. When a rocket scores a direct hit on an enemy, the damage it inflicts is particularly devastating. This weapon is designed for medium- to long-range. If you use the rocket launcher at short range, you risk inflicting a great deal of pain upon yourself. The rocket launcher uses rocket launcher ammo, and can hold up to 100 shots in its magazine. In alt-fire mode, the rocket launcher becomes a chaingun—a machine gun that spits lead-coated death at a dizzying rate. As long as you hold down the alt-fire control, the chaingun continues to fire. Although this weapon burns through ammunition quickly if used indiscriminately, you will find that short bursts produce effective results. The chaingun uses chaingun ammo, and can hold up to 500 shots in its magazine.

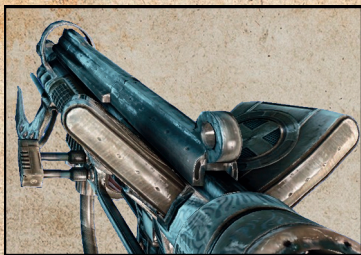


ELECTRODRIVER

- Primary Fire: Driver
- Alt-Fire: Electro

The Electrodriver is a unique short- to medium-range weapon whose two fire modes provide a great combination of speed and damage potential. In primary fire (Driver) mode, the Electrodriver launches shurikens (throwing

stars) at a blinding rate of speed. Holding down the primary fire control launches a continuous stream of projectiles. The shuriken launcher uses Driver ammo and can hold up to 250 shots in its magazine. The Electrodriver's alternative fire (Electro) mode unleashes a blast of raw electricity that inflicts continuous damage to a target as long as it remains in contact. If you keep your target more or less in your sights, the lightning burst "sticks" to your enemy as he moves. The blast continues to fire as long as you hold down the altfire control, and as long as the weapon is active it burns through its charge at a steady (and somewhat alarming) rate. The Electro uses Electro ammo, and can hold a charge of up to 250 units.

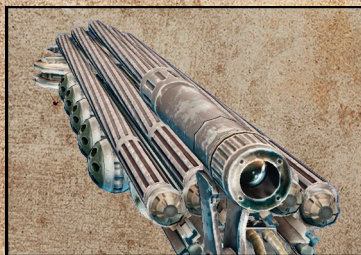


SMG FLAMETHROWER

- Primary Fire: Sub-Machinegun
- Alt-Fire: Flamethrower

Far removed from its earthly origins, the PK30 sub-machine gun with optional flamethrower is a potent close-quarters weapon now found on in the depths of Hell. The .45 caliber ETAP (Ex-

plosive Tipped Armor Piercing) rounds from the weapon's primary firing mode are enough to bring down most demons in one or two bursts. If additional damage is required, a pull from the under-barrel flamethrower will get the job done, at first stunning and then rapidly turning anyone in its arc into a crispy critter. As with any flamethrower, be careful not singe yourself while moving through the flames. Look for sub-machine gun magazines and gas canisters to reload this gun.



BOLTGUN HEATER

- Primary Fire: Boltgun
- Alt-Fire: Heater

As if the pure wickedness of the Stakegun was not enough, the bowels of Purgatory have spewed out another evil incarnation, perfect for demon slaying. The Boltgun's primary

fire mode hurls out 5 razor sharp, ferro-obsidian rods per trigger pull, perfect for mid to long-range attacks requiring the heaviest use of force to put the baddies to rest. Be sure to try-out the scoped, sniping mode (default control is the Middle Mouse Button) for extreme distant shots. The secondary fire, the Heater, wreaks havoc of another sort. Each shot sends out 10 high velocity bounce-charges, timed for delayed explosion – the perfect room clearer. Because of the Boltgun/Heater's amazing firepower, it tends to consume ammo at an astonishing rate. Those that live by the Boltgun may very well find themselves dying with it (magazine empty of course). Look for bolt packs and bins of bounce-charges to resupply this weapon.



SINGLE-PLAYER

To start the campaign select the 'Sign the pact' option, then you can choose whether you want to begin a new game or continue from the last Checkpoint.

GAME DIFFICULTY

- **Daydream** (easiest): Always available.
- **Insomnia**: Always available.
- **Nightmare**: Available after collect all 23 cards in Insomnia mode..
- **Trauma**: Available after you beat the game on Nightmare level.

Difficulty level also affects the availability of Tarot cards and Souls, the functionality of Checkpoints, and the availability of certain game maps.

SOULS AND DEMON MODE

Every time you kill an enemy, its Soul remains behind for several seconds after its body disappears. Walking through a Soul adds one point to your Health. Every time you accumulate 66 Souls, you briefly morph into a demon. When you are a demon, the world changes—everything becomes black-and-white and the mortal bodies of your enemies are engulfed in flames. When you are in demon mode, you cannot be harmed by normal attacks. You are free to rampage through the world, destroying everything in your path until the effect wears off!

Note: At Trauma level (the highest difficulty setting) there are no Souls in the game.

TAROT CARDS AND GOLD COINS

Tarot Cards are the pickups, which provide you with special powers and abilities. Because they are very powerful, they are generally very difficult to find, and some are not unlocked unless you complete a level in a certain way—finishing the level using only the Stakegun, for example.

There are two basic types of Tarot Cards:

- **Golden (temporary) Cards:** These cards can be used only once per level.
- **Silver (permanent) Cards:** These cards work continuously throughout the level.



CO-OP GAME

If you prefer, you can invite a friend to a game. You can finish the campaign playing together. Remember that two players means always bigger mayhem on the level. Hell yeah!



MULTIPLAYER

In the multiplayer game, you get the opportunity to test your Painkiller skills against other human players in different cooperative modes like Deathmatch, Team Deathmatch or Capture The Flag. Additionally you can try the Survival mode, where you along with other players have to fight against hordes of hellish creatures.

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